Amiga Random-Monthly gaming magazine! Issue 2 - Nov 2013 - A Comiga Publication

880 Gamer



FIGHT!

We unleash the Shadow Fighter!

DEMO DISC!

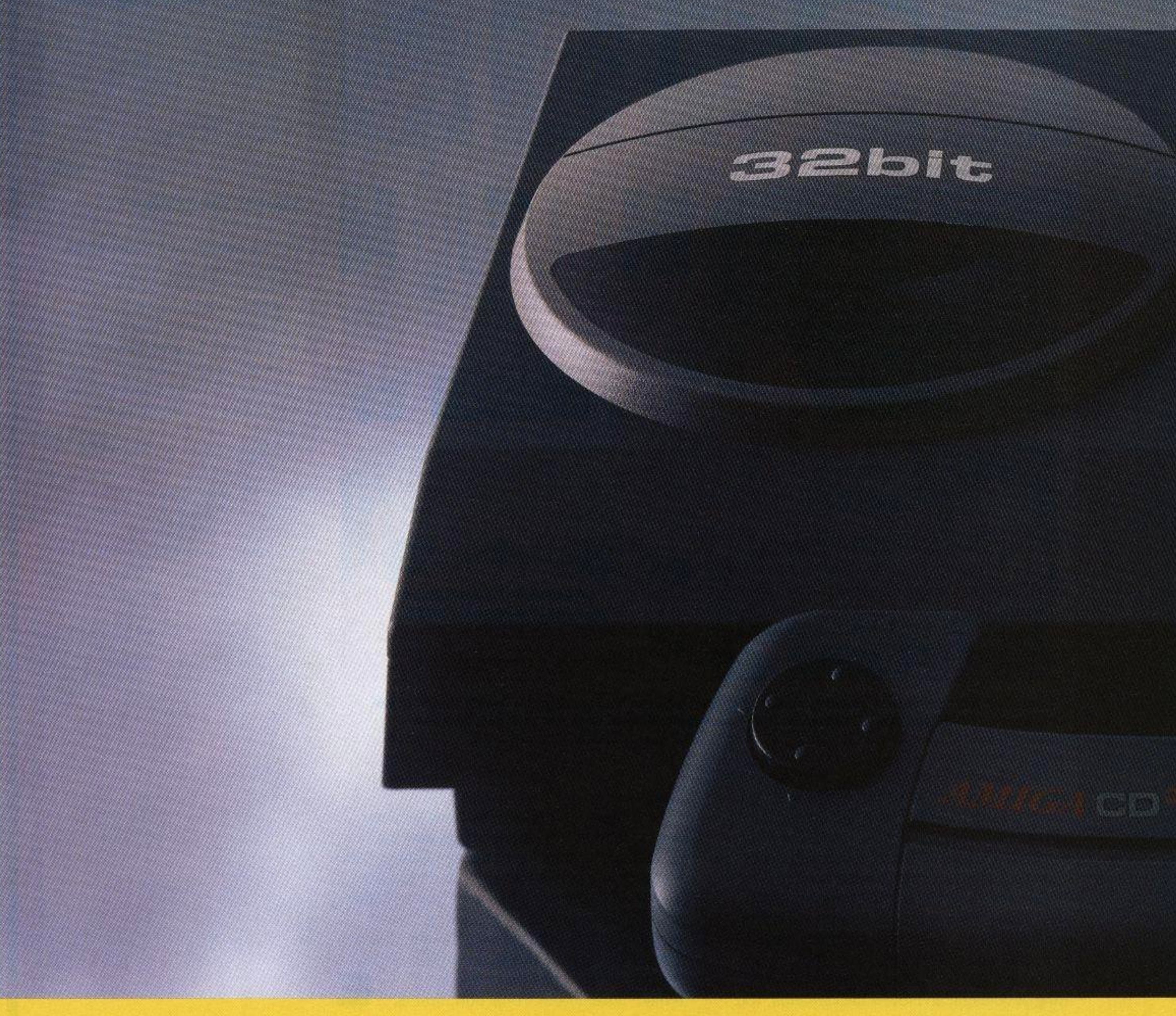
Read the review, play the demo!



AND...

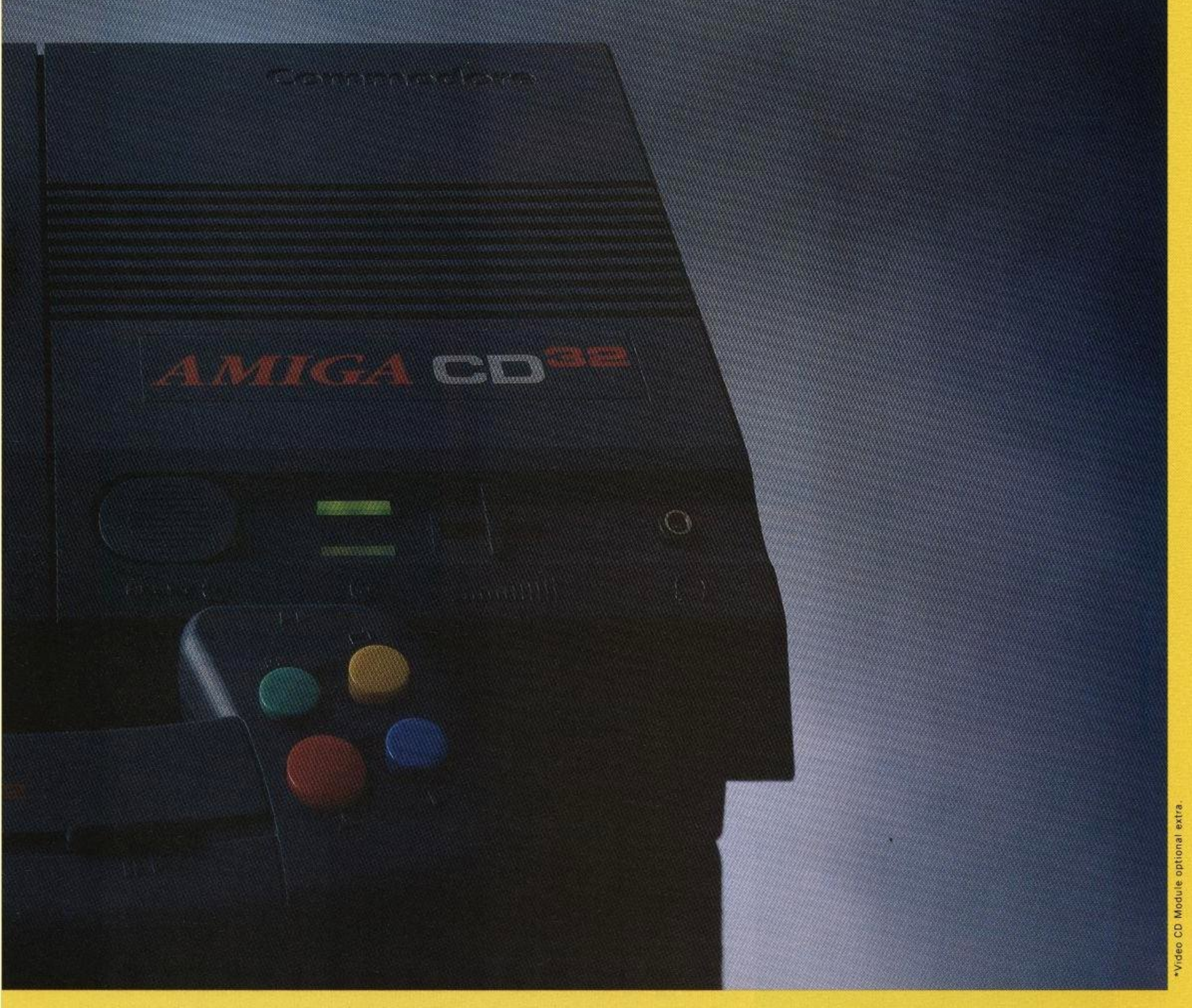
- Overdrive
- Turbo Trax
- Treasure Trap
- Top Cheats
- Bleeding eyes
- And more....

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HAVE YOU GOT WHAT IT TAKES?

>>Start 880

We are back! Welcome to the second issue of the now completely random month Amiga gaming magazine! I was blown away by the interest from everyone, and while I was expecting only a handful of people to actually visit 880's site to download a copy, currently the page has had over 1000 hits! That alone was a good enough reason to start burning the midnight oil and get started on issue 2!

If you did not read issue one then you better go do so right now, but to recap for those to lazy to do so 880 Gamer is a new gaming magazine dedicated to all things Amiga gaming, with other interesting stuff thrown in for good measure. The name 880 comes from the humble Amiga discs which were able to fit a massive 880k of data on them. That's it! Lesson over!

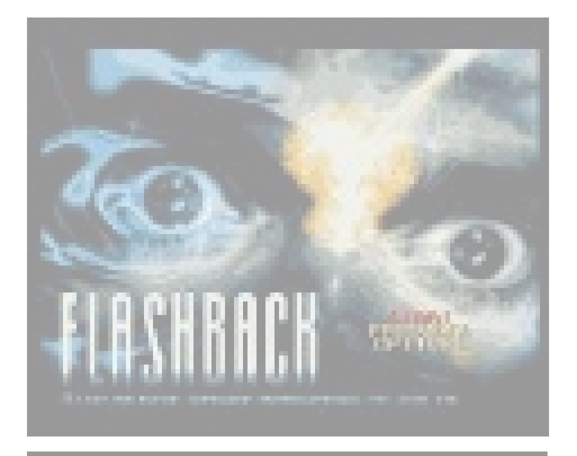
So what's in issue 2? Any Amiga fan will tell you Amiga fighting games were not always the machines strongest genre, but Shadow Fighter made a lot of promises to right a lot of wrongs made in the past and so it graces this issues front cover. Does the Amiga finally have an arcade quality fighter? Also we have two top down racers going head to head in a drag race to the podium in a special double review. Overdrive and Turbo Trax look so similar you could be forgiven for thinking one was a sequel or even made by the same group, so we will put them both through their paces to see who will be the champion.

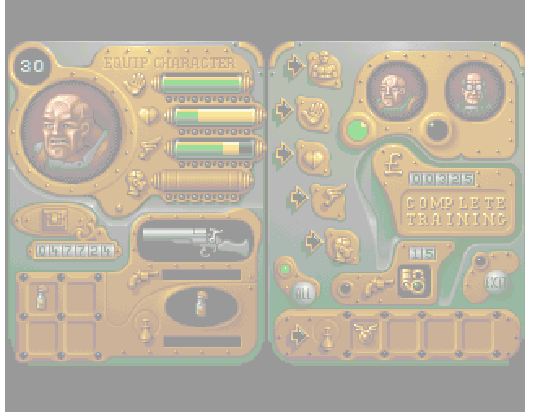
Again Bleeding eyes is back to suck your eyeballs from their sockets and leave your ears wringing from the phat bass, and we throw a little controversy into it all with some games that I will refuse to review (for now...). All that and more!

Editing like a boss...

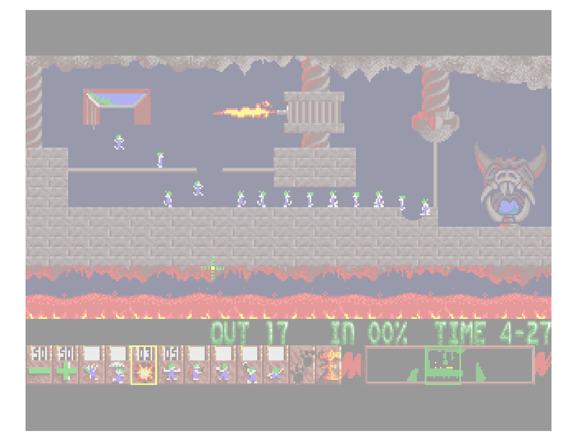
Mark Stanner

880 Contents









MONTY PYTHON'S FLYING CIRCUS

THE COMPUTER GAME

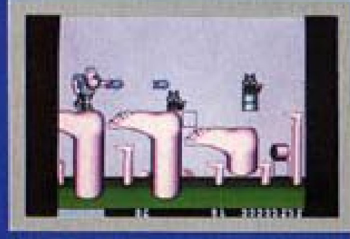
IT'S A GOOD GAME



YES IT IS!

"What we have here is a **BRILLIANTLY ORIGINAL** and witty interpretation of the Python Theme". *Zero 89%*

"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". *The One 85%*

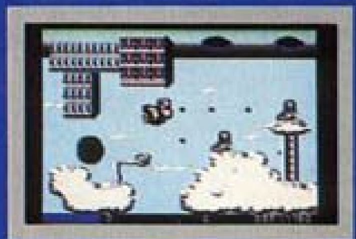


ATARI ST



AMIGA

SPECTRUM



COMMODORE 64

IBM PC



AMSTRAD



880 News

All the news as it happens....

This issues news is a little political and not so much Amiga related, but if the Amiga still had a presence in today's mass market it definitely would have had an impact on. Here in Australia we have always been a little backwards in adopting new technologies and always a step behind the rest of the world, especially when it comes to Internet connection. That was until the elected government in power took the courage and decided to replace this countries entire aging copper telco wiring with a complete fibre to the home allowing high speed Internet for every individual, no matter where they lived or what class they were. After all, these days the three essential utilities you have connected at any house is now gas/electricity, water and Internet.

It was wonderful for a change to see a government make a commitment to spending more up front to do it right first time and not do some kind of half baked interim fix and then spend more later getting it right. Unfortunately this will no longer be. Why? Because we live in a democratic country where governments and policies change, and where the opposition will oppose everything even when what they oppose is a good thing. So with the change of governments comes the change of broadband roll out policy and now we will receive a scaled back version where they will combine the old dated copper and fibre. Its like having two cities connected by an old 1960's bus and one government committed to having a high speed rail link connecting the two, but then the new government only builds the train line half way to save a few dollars and makes you get onto that old out dated slow bus the rest of the way.



It starts to make you wonder. Is democracy always a good thing? It makes you wonder if sometimes this can lead to a reduced rate of advancement not only in countries, but also in technology in companies. Which brings me back to the Amiga. When Amiga started up there was a core single team all working towards the same goal and they made this amazing machine. Later in the Commodore years this team was now part of the larger collective with more than one development team, and like here in Australia we had two options on the table for the new graphical chips for future generation machines (A1200/A4000). One was a safer option and more cost effective at the time while the other was an out there more radical design from the original team with an added cost, and like what has happened here the cheaper traditional road was taken giving us AGA which while was nice, was a little underwhelming when compared to PC's of the time.

So it makes you wonder if Commodore had carried on with the same single party development it started off with which gave us the amazing original machines, would they still be a force today in modern computing? Apple seem to be doing just fine under the late Steve's regime. Unfortunately we will never know and unfortunately governments never seem to learn the lessons of the past so now all I have to look forward to is maybe getting an upgrade to the speed I should already be getting on my plan while the rest of the world continues to speed away from us again. At least Amiga floppy discs are only 880k so I should be able to still download them.

880 Cover Disc

Are you feeling lucky punk? Are you?



Just the single game this issue, but what a game it is! The Amiga's fighting past is a somewhat mixed affair with a lot of games making big promises but failing to deliver on speed or looks! Shadow fighter promised it would right all of these wrongs! So does Team Naps live up to their promise? Fire it up and decided for yourself if it is all huff and puff, or the real deal.



Play as either Josie and the Pussy cats reject 'Manx', or Street Fighters Dhalsim's distant Amiga cousin 'Yarando' as you soak up all of that smooth parallax background scrolling in Pakistan. Pushing in any direction while holding fire will perform a multitude of attacks, and try for some special moves with a quarter circle flick of the controller and punch. Any seasoned fighter should feel at home instantly with the controls.

NOTE: Those crazy guys at Team NAPS got mixed up in all of the excitement and occidentally labelled another magazine in the demo instead of 880 Gamer. Jokers!



SPEEDBALL 2

BRUTAL DELUXE

SOME DAY, ALL SPORT WILL BE PLAYED THIS WAY

It's two years since the last ball was thrown on a Speedball pitch. There are new teams, new stadia and new rules. The arena is bigger, the players are tougher and the action is faster than ever before.

The challenge is this. Take control of Brutal Deluxe, the worst team in Speedball history, and turn them into champions.




Transform weaklings into killers in the gym.



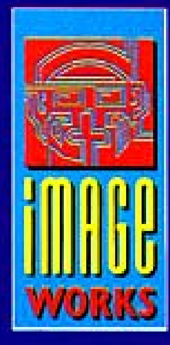
A squad full of wimps? Shell out for a Star Player!



Two divisions and 15 teams stand between you and the championship. Take no prisoners.



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It's a goal!



Celebrate that moment of glory in style.

Game On!

Your one stop shop for game reviews

Its game review time, so lets get gaming! But first, a few house rules on how we review games here at 880:

- Games are played in emulation and not on real Amiga's. This is to judge a game on its own merits and not the limitations of long load times, never ending disk swaps (I'm looking at you fighting games!) and for all those whiz bang 3D games that were just never going to run even on the most powerful machines (COUGH!... Alien Breed 3D 2 COUGH!)
- The release date will be taken into consideration when reviewing since games advanced in leaps and bounds both graphically and sonically year on year, but if we think it looks crap we are still going to say it!
- If there are multiple versions available (eg. A500 / A1200) then each will be compared based on the single review and differences in scores awarded based on each version.
- All games are played on an evil kitten fuelled PC responsible for the death of the Amiga, although we lessen the evil by using penguin friendly Ubuntu with FS-UAE.
- And what about fabulous prizes I hear you ask? How about...



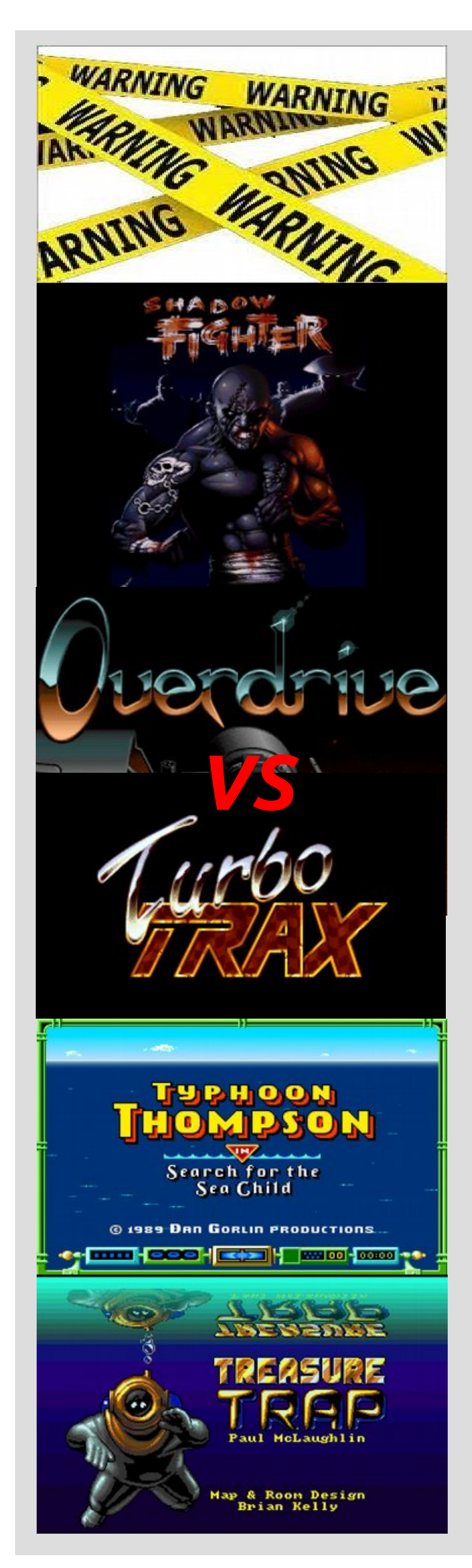
If a game is amazing and is into the 90% plus range, it is awarded the 880 solid gold floppy disc... well actually we are a bit cheap around here so its just gold spray painted plastic, but you get the idea!



Not all games make the gold class, so we melted down your mums silverware and created the 880 solid silver disc! If a game gets between the 80%-90% range, its still a fine game worthy of praise and that's when this award is handed out.

Game On!

Your one stop shop for game reviews



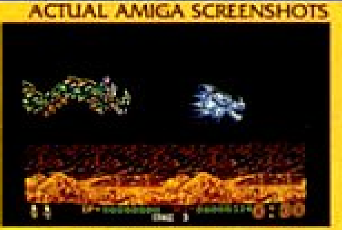
Dragon Breed

ACTUAL AMIGA SCREENSHOTS





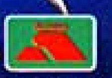












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M.I.A. Where are they?

There are some games you will never find here.. why?

I really love all Amiga games and it is very rare that there is a game that I do not enjoy in some way or form, but there are a few games that you will not see reviewed here which many of you may expect to see since they are such large titles. So why no love?

SWOS

Sensible World Of Soccer is held high as a shining example of great playability and even today it is still widely played and even re-released on modern consoles. It made Sensible software a household name within the Amiga community and is cherished by many fans. But I am not a soccer nutter. I played soccer when I was young along with basketball, but I am far from professional and to truly get the most out of this game your really need to be a big soccer fan to appreciate all of the finer details, and that is why I will not review this game as I could never do it justice... that and because my house would be set alight and burnt to the ground by millions of rampaging SWOS fans if I did!

Turrican series

This is a big one! This acclaimed series has so many fans not only of its game-play but also its music tracks when ever I look around on the Internet. It has always scored highly in reviews and spoken highly of by all that have played it. I have tried and tried again, but I never got hooked like everyone else and so for now I will not contemplate writing a review until I finally give the series another good go and discover that magic everyone speaks of.

Outrun / Street Fighter 2

Because both of these games are such classics that were ruined so badly on the Amiga, I will not waste my time playing them again just for the sake of reviewing. These were two great games that should not be tarnished by sloppy conversions, so do yourself a favour and seek out either the originals or one of the many better conversions, but please do not ever ask me to ever review them here at 880 Gamer.

Civilisation

I loved Sid Meier's Railway Tycoon, it is one of my favourite games with many fond memories playing it. So it would stand to reason that I should also love one of his most successful and acclaimed games Civilisation as well? Again that magic that hooks everyone else just seems to not catch me or my imagination and I find myself struggling to get into this game. I will admit sometimes I can be a little shallow and pretty graphics will always catch my interest first so perhaps some day I will try again with the AGA version, but until that time I will not impose my shallow first impressions on what many hold up as an all time classic and a masterpiece.

SHADOW FIGHTER



Lets all admit here and now that fighting games have not always been the Amigas strongest genre. There are some real fighting classics on the Amiga which are great in their own 'Amiga' way, but it is very rare for any of them to capture that magic of the true arcade fighter. Enter Shadow Fighter which wants to challenge this and push the humble Amiga to its limits to bring us an original and truly arcade style fighter. So does it succeed?

Starting the game you are presented with a rather moody and dark introduction which sets up the darker style of the game nicely giving way to the start screen with the standard single or two player games, and a rather neat little practice mode which has you fighting a puppet character who looks like he is made from pillows but has a lot of sneaky things hiding inside from a big circular saw blade to deadly bombs. Its a little silly but fun and a good practice. You can select the length of each round, blood on or off (I have it on of course!) and difficulty. The difficulty level selected not only increases the challenge and number of fights to complete the game in single player mode, but also with each level of difficulty increase it unlocks more playable characters so if you want to be able to play all of the characters you need to play on the hardest level. You will also need to play on medium or hard to actually fight against the Shadow Fighter himself and complete the game.

Playing as single player launches like most fighting games with the 16 fighters up for selection across different locations from the spinning globe below. Because this is an Amiga game there is a little loading when using the original disk version but this is made more interesting by having the fighters stats appearing on screen under their image with a nice spinning VS animation, and level music also pops in while loading. This makes it a lot more bearable than a straight loading screen and even swapping between discs (4 of them) is kept to a minimum. The game was designed with Amiga in mind and this shows by minimising disk swaps and loading times where ever possible. Of course with WHDLoad.... its a lot more fun!



With the Amiga a lot of the time you are limited to a single action button which is used for all moves and this game is no exception so if this puts you off you might want to steer clear, but if you are willing to give it a go you will find Shadow Fighter does a really good job of these limited controls. Pushing in all directions pulls of a very wide range of moves from uppercuts to leg sweeps, but as with any truly great fighter the real fun is in the special moves and each character actually has quite a good selection of specials. This makes fighting varied and interesting, with no single winning move or easy way to fight through, and what works well on one opponent might not be as effective on the next so its a good idea to try and learn each characters unique moves. One of my personal favourite characters is Lee Chen who is quick and can pull out some sweet numchuck moves! Speaking of characters, while some bear some resemblance to other fighting game characters they are all unique and quite varied in sizes and abilities giving the game a nice original feel and not some clone attempt. Fights are challenging, fun and can be quite fast with nice first hit and other combo scores adding to the excitement when you get things right. Does it play as well as other arcade fighters out there like Street Fighter? Well not quite, but its an extremely good effort with the limitations of the Amiga hardware and stands tall on its own two feet.



Again graphically team Naps have tried to squeeze everything out of the Amiga and I have to say they were extremely Ambitious! There are so many layers of background scrolling both vertically and horizontally, with 3D effects used on the surface you fight on and any number of animations also happening in the background from crowds cheering to trains whizzing past. It is very impressive to see and all of this happens in silky smooth 50hz even on an A500! There are some 13 or so locations you fight your way through around the world from subway stations to wide open mountain ranges and each has its own theme and differing effects used making them all varied and interesting. The fighters themselves are really well animated using many frames of animation while also a good decent size with some of the larger characters taking up a good portion of the screen. All of these effects and many frames of animation do have a trade off and that is the number of colours used for the fighters and backgrounds which has to be quite low. There is a lot of trickery going on and some amazing use of the copper to make it look like there are actually hundreds of colours used even on the A500, but this can still leave fighters feeling a little flat while some backgrounds can have areas of dullness contrasted by bright colourful rainbow effects. There is nothing wrong with this and it adds to its unique style and look which overall is great, but it can leave some locations feeling a little bare or flat. The AGA version (A1200 / CD32) fixes some of these issues with greater use of colours and is great to see the developer put in the extra effort for these versions by adding more detail and not just re-colourising some stuff and is defiantly the pick of the versions, but you are still in for a treat even on the humble A500.





There is a lot here to please your ears as well with lots of music that constantly plays throughout the game with some nice tunes for each location that suit their environments from up beat techno tunes to mellow flute music, and there is virtually never a moment when there is not some music or sounds flowing from your speakers keeping the excitement going. In the options screen you can select between music or background SFX which is neat as this will give you ambient sounds from the level you are playing and can make a nice break from the music if you are getting tired of it. Fighting sound fx are always present with either setting and while they are good I would have to say they are a little bit of a let down. You can hear they had little memory for them and so each fighters vocabulary is a limited, but they still squeezed in some good speech effects and some nice accompanying special move sounds. Plus with all of the music blaring away this is not really a big issue and overall the quality is very good.



With very good fighting mechanics, great visual effects and pleasing sonics, Shadow Fighter comes highly recommended to any arcade fighter fan. Even with today's modern fighters there is still a lot of fun to be had here and its style is refreshingly original while also challenging.

*Note – I was unable to play a CD32 Version so no score given here. Expect the same graphically as the A1200 version, but with some CD backing music tracks which should be a nice addition.

Shadow Fighter (OCS)

A500 - 1995

GRAPHICS	85%
SOUND	80%
GAMEPLAY	95%

Even with slightly flat visuals this is all about playability, and there is a lot of fun and challenge to be had here!

SCORE	90%

Shadow Fighter (AGA)

A1200 AGA - 1995

GRAPHICS	89%
SOUND	80%
GAMEPLAY	95%

With even more eye candy, the AGA version has all the same great playability with more shine and polish!

SCORE	93%


Move over BROTHERS!!! Make way for ...
The Great Giana Sisters™
Where one famous double act stopped short, another begins. Headbutts and demons, platforms and pits – all delivered with a glamour and style that neatly disguises the cunning tricks and tantilising terrors of a couple of wild cats.
"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."
Zzap Gold Medal.
"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive."
C + VG.
Screen shots from Amiga version.
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Perhaps it was a bet down the pub who could make the best top down racer with the same ideas, or even some early day Chinese style computer hacking to find out what the competitor was making... maybe just simply ripping off some good ideas. Either way there is no getting around the plain and simple fact that at first glance Turbo Trax and Overdrive are so similar you would be forgiven for thinking one was a sequel to the other. Of course, there was some time between the two games so it is safe to say that the later of the two Games Turbo Trax drew some inspiration from its older sibling, but the big question is did they manage to improve upon the formula used in Overdrive? Lets race on to find out... O.D. vs T.T.!



Turbo Trax gets off to a clean start! That red car is me.... last.... again

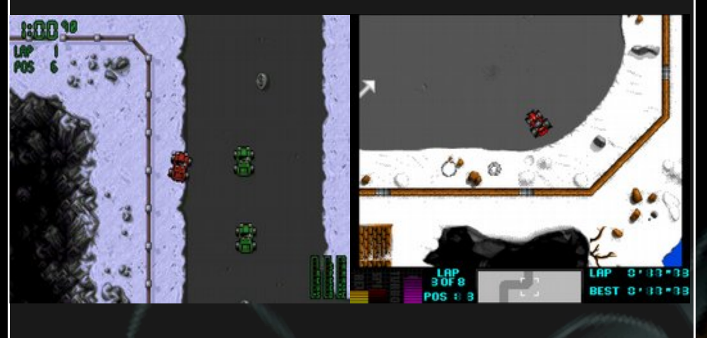
Race One - Graphics

So how similar are they you ask? Well for both games you will be racing through settings in the Snow, across dusty sand tracks, through muddy roads, around city tracks and finally on high speed racing circuits. Racing on these tracks you will also have a selection of vehicles from buggies and pick ups, to sports cars and formula racing cars, although game play wise this differs a little but more on that later. Even the menu screen has your options appear in the bottom right corner in a similar fashion. The similarities are quite amazing! O.D. has a more arcade look using some brighter colours in its settings while T.T. has a more serious look with duller colours but giving more detail. Here T.T. definitely looks better in my opinion with tracks looking less sparse and simple than O.D. is. Both games have pick-ups littered over the tracks and T.T. again tries to out do O.D. with some animated coins and turbo pads, although there is a lot of grey used and so these start to look a bit dull where O.D. has brightly coloured yellow coins and other pick ups which make it feel more arcade style which again I do like.

Its the same, but different....

And here for your viewing pleasure, each of the five same (but for copyright reasons, a little different!) racing locations. Left are those in Turbo Trax, and on the right is Over drive.

SNOW! Overdrives snow does look cleaner!



SAND! - Looks sunny out in Turbo Trax...



MUD! - To much red food colouring in Turbo Trax!



CIRCUIT! - Feel the need for speed, and sand traps!



STREET! - Remember kids, keep it off the roads!



So what about those amazing gleaming machines of speed? Well in T.T. it seems they completely forgot the polish and the cars seem dull and flat in colours, while O.D. definitely have much more gleam to them. Given the style of both games they are both well suited with their environments, but I cant help but feel T.T. cars seem less exciting than those in O.D. Probably one of the most notable things is T.T. uses the full screen overlaying information over the on screen action, where O.D. uses a more old school method of a blacked out area at the base displaying all the details along with a bonus map which is nice but a bit useless as its hard to watch and race at the same time. Because of this O.D. feels a little dated in its approach although it does make it a lot easier to glance at vital information. Between races T.T. has some nice images when upgrading your car and current scores while O.D. has some very flat uninspired end of race score screens, while teasing some loading screens that the actual game does not quite match letting you down when you start the race. Most importantly though, I am happy to say both have silky smooth 50fps scrolling which is the most important thing with the speeds these games get up to.

And the winner of Race one is? Turbo Trax! The use of full screen, higher detail and some nice animated pick-ups make the game feel more polished and slick, although there is no denying I also really like the arcade style used in Overdrive and if the tracks had more detail with full screen then this may have been a different podium position!

Race Two - Sound

Both games open with very pleasant music tracks accompanying their menu screens setting the mood nicely for both, but O.D. definitely out does T.T. in the music department between races as it also has music during race selections, loading screens, end of race score and even a little tune when you loose a credit. T.T. is a good lap behind its rival here! As you play O.D. you will also notice the beats keep playing in the background as you race around with your engine revving and some great arcade style speech as you run over the turbo pads or spin out on the oil. Its all very arcade style and exciting to listen to. When you play T.T. the first thing you will notice is there is some pleasant music playing but soon you start wondering where is your engine sound… or any sounds!? This leaves you feeling a little disappointed if you have already played O.D., but a quick option change will have your sound FX blaring which I feel is better although not as exciting, but having dedicated SFX only allows T.T. to offer a more in-depth experience with not only your cars engine blaring away, but other cars around you can also be heard which actually fade away as they move further from you.

In fact it is possible to tell when a rival is closing in on you as you hear his engine in the distance before you can even see him which is a really nice touch, and speaking of engines each type of car sounds different in T.T. where O.D. all seem to sound the same. Some neat speech effects finish off T.T. as the man in your machine screams them out to you in a very excited manner!

So with engine screaming at red-line, overall Overdrive wins this Race. If it was to be judged solely on the in game SFX then Turbo Trax would have scored a second win, but with Overdrives use of music through out every screen you progress through between races and having that great pumping tunes as you race around to the sound of you motor, it all makes for a more exciting package that avoids moments of complete silence while boosting the fun factor to ten!



Turbo Trax – Upgrade your pocket rocket!



T.T. - Sand... it gets in everywhere!



O.D. - How do they get that paint to stick to the dirt?



O.D. - Note the pick axe on the race track... real safe!

Race Three - Game-play

This is where the two games begin to part ways with T.T. a little more traditional while O.D. tries to mix things up a little. Lets look at both games individually.

OVERDRIVE

Overdrive mixes things up between races by letting you choose which race you want to enter which varies in vehicles, tracks and opponents with a set entrance fee and difficulty level. While this makes it a little more interesting to actually see your opponents faces before each race and makes it more interactive, it can be a little odd as it mixes different cars with different tracks so it is possible to end up racing formula cars on ice tracks or buggies on a racing circuit. Disappointingly it doesn't seem to matter which type of car you are racing or what surface you are on as they all tend to feel very much the same, but what it lacks in variety in this way it makes up in pure speed!

This game is fast, and it takes a little while to get used to the high speed at first although thankfully your cars handle extremely well and each corner is preceded by an arrow so you can make your way around quite easy without knowing the track inside out with plenty of turbo pads, booster pick-ups and oil slicks to watch out for on each track. Talking of pick-ups you have to keep a close eye on your fuel gauge as on later tracks you will not have enough fuel to go the complete race distance and it is vital to watch out for them or it will be game over and you will loose a credit. Overall it is quick to pick up and challenging, but most importantly fun to play and I found myself quite often coming back for that 'one more go..' which is always a good sign of a challenging but fun game. If there was one thing that was a little odd it would have to be there are only ever three cars on the track for each race including yourself, so you only ever have two opponents who have very simple AI making them prone to smacking into you, bouncing all over the place and sometimes even getting stuck when they crash off the track. Really good fun would sum up this game.

Turbo Trax

T.T. matches its cars to its tracks with no mixing up and plays grouped race events in the same environments like mini events which you have to accrue a certain amount of points overall to proceed to the following race groups. I like this as it means you could do not very well in one race, but claw your way back in points in following races to manage an overall points win letting you progress instead of an instant game over. Speed wise it starts a lot slower than Overdrive, and almost feels sluggish at first but you can upgrade your car with cash collected and won in races to improve speed, turbo, steering etc. There are double the amount of cars racing with a total of six including yourself and this makes for a more challenging race to try and make your way though with a nice touch been your grid position depends on your performance. Finish 1st and you will start at the back of the grid to add to the challenge, but winding up last will see you at pole position in the next race to give you a fighting chance.

Opponents also have better AI and they will actually manoeuvre to avoid and steer around you. Another neat touch is how your car does not stay centre as you speed up, the screen will move to show you more of the road ahead the faster you go making it easier to see upcoming corners. Tracks are also more interesting with the city tracks having roundabouts and split roads that allow you to drive over the curbs but will slow you down so avoiding them is a must. All this sounds good but unfortunately the difficulty is quite steep right from the start and you can end up feeling deflated and frustrated early on when you find yourself getting lapped and coming last constantly. A few easier races up front to get you really hooked would have made for a more fun game.

So who wins the game-play race? This is a really tough one to answer. T.T. can be a very good racing game once you get the hang of it but its initial impressions can be somewhat frustrating. It certainly offers a much deeper racing experience. O.D. on the other hand is somewhat simple in its racing but rewards you with a few easier wins initially and has a fun arcade racing experience. I am putting this one down to a photo finish draw as it really depends on the style of racing game you are looking for as both offer very strong and fun racing thrills.

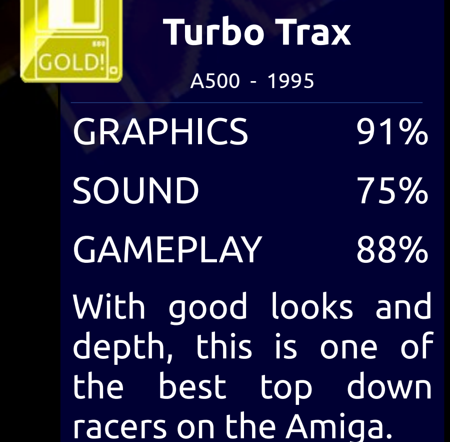
Race Four - The podium

So far its dead even between the two, so who will be crowned overall winner? For me it is Turbo Trax! I am sure a lot of you will be throwing your hands up in disbelief, but I enjoy the detail and challenge that comes with Turbo Trax and it is the game I always come back to despite its frustrations. Overdrive is a great game as well and I thoroughly love the arcade racing fun it brings along with its insane speed, but its simplified racing makes it good in turbo charged doses but not with ongoing teeth gritting challenge. To be perfectly honest, they are both excellent examples of Amiga top down racers and both come highly recommended, so do yourself a favour and strap yourself in with both games for a burn around their tracks. They both may look very similar at first glance, but under the hood they are both packing very different engines that are both fun and brilliant in their own individual ways.

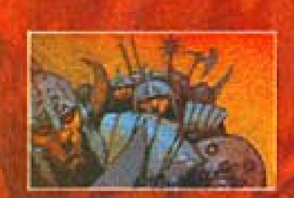

T.T. Having a red car does not make you faster!


O.D. Spinning off again.. on a straight road!





BLADE WARRIOR™



The beast was present in the land and from tower to tower the sorcerers voice called upon him. As night encroached and set the sun to flight, so his legions made ready to conceal the tablets that would see daylight banished forever.



So, as the same last bloody light drained from east to west, the paladin came forth, ready to do battle against the legions of the night, using all his might and skill in this tale of swords and sorcery.

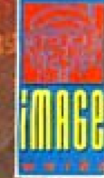


Screenshots from Amiga version

Atari ST, Amiga, IBM PC and compatibles.

BISLEY 89

Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 OSW Telephone 01 928 1454



Typhoon Thompson

Typhoon Thompson, 'The Quest for the Sea Child' is an odd little game that I am completely torn in my opinion. Do I love it? Do I think its just average? One thing for certain is that it's unique enough to forever stick in my mind and I always feel something special when I load it up. Its a very had feeling to describe!



The game is simple. Fly your little hover craft over the oceans and shoot the varied enemy crafts which their pilots (little fish like people) then float in the water once destroyed, allowing you to pick them up as you fly over. Don't wait to long or they will swim back to their small base and you will have start again. Capture all of them on each level and then you can exchange them for an item in your quest to rescue the child they have taken hostage. Simple! Each enemies craft has its own abilities from merely bumping you around, to sucking up your craft or killing you. In an odd twist, you have lives for your character, and then limited number of craft, so its possible to not loose a life but loose all of your craft and be game over!



The style is simple and cute with some lovely animated characters. There are many neat touches including how the short intro animation where your reluctant 'hero' gets 'shown' to his craft is not always the same, and has a lot of character in how he expresses himself. The whole game is played in a 3D style, and can be a little sparse at time but is effective. Charming is a word that springs to mind.



While there is never a moment when you will not hear something from your speakers, all the sounds and music are computer generated style which while having their unique style and suit the game, but they can feel a little basic and not satisfying when you destroy something.

There is something special about Typhoon Thompson, it has real character and a real charm, but after the first couple of levels things just become a little repetitive and its just not as fun as you wish it to be. Worth having a look at just to experience its uniqueness.

Typhoon Thompson

A500 - 1991

GRAPHICS	70%
SOUND	55%
GAMEPLAY	60%

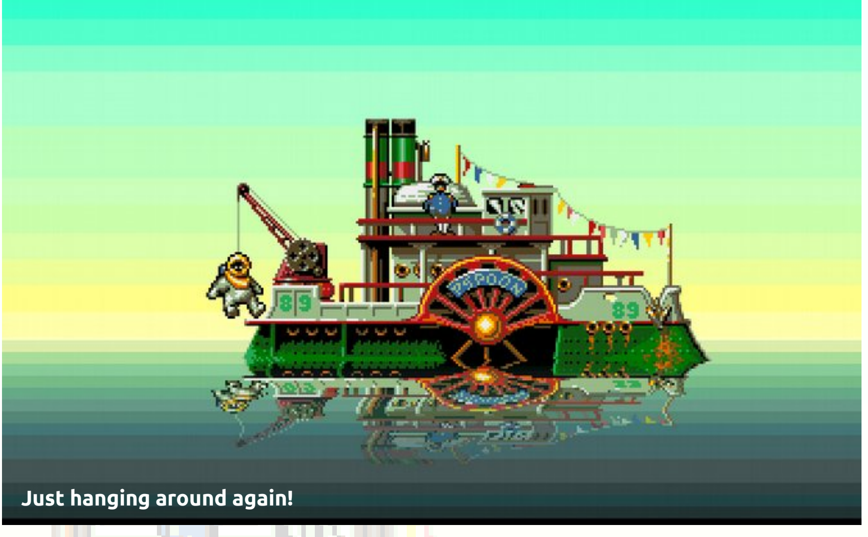
A cute and charming little game worth at least a look

SCORE	65%





TREASURE TRAP


Just hanging around again!

Even though you have the option to skip the introduction in Treasure Trap, I honestly can not remember once where I actually have skipped it and gone straight into the game. Its a simple introduction where your little man wearing old style deep diving equipment is literally hoisted up on the back of an old paddle steamer and then dropped into the ocean, only to have the captain point to exit stage right leaving you bobbing in the ocean all alone. What makes this so enjoyable is the accompanying song which is a non stop remix of 'row row your boat', starting traditional, going techno, then rocking out and finally slowing the beats down building to a dramatic ending. I know I am here to review the game and not just the song, but even if you don't like the game you have to check it out just for the music, I just a lot of fun!



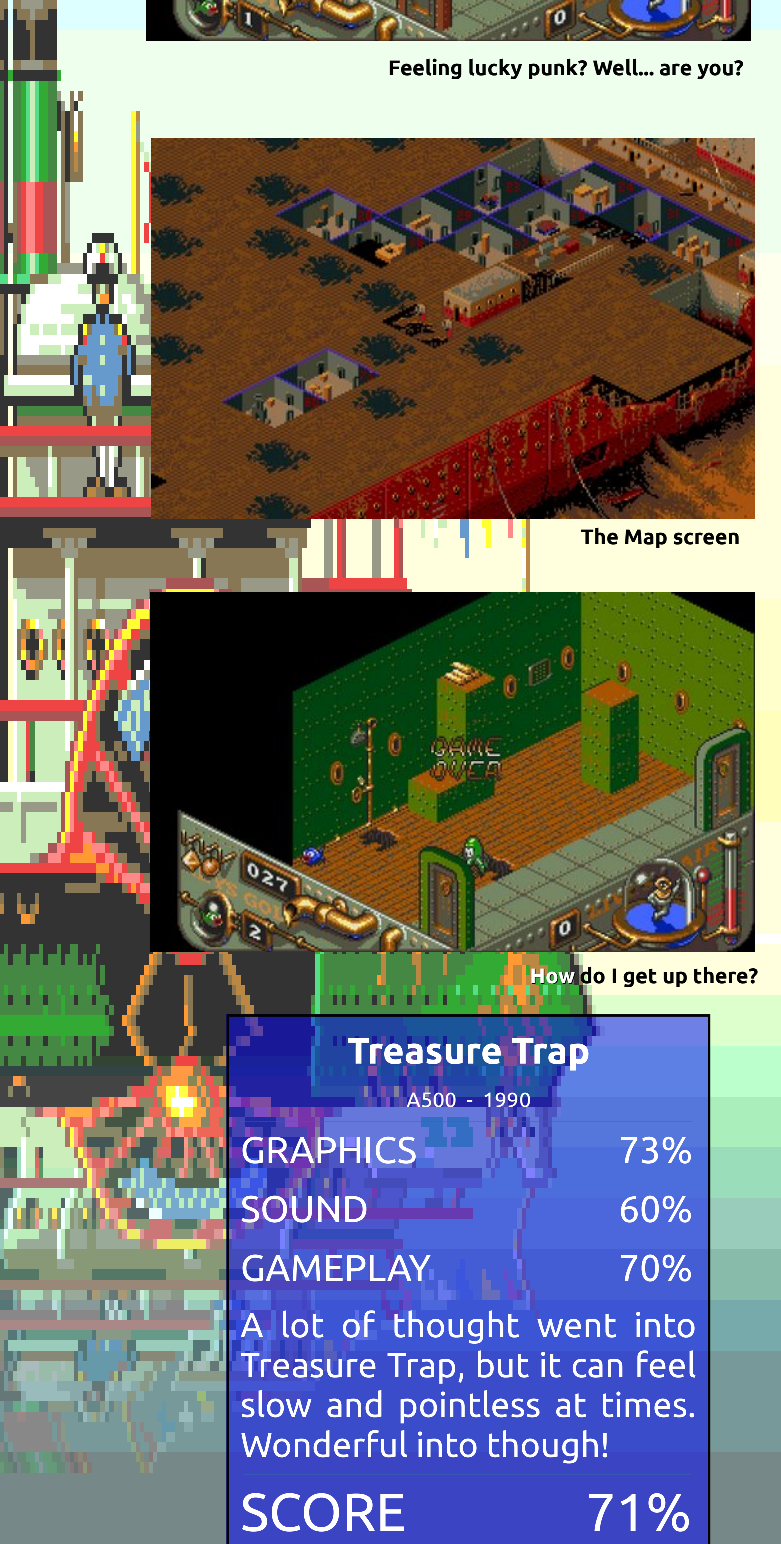
Now on to the actual game which sees your little man from the introduction now deep in the ocean inside a giant wrecked ship of steel from the Titanic era. Essentially it is an isometric platform puzzle game that gives you the opportunity to just go in any direction you want and explore the ship seeking out the precious gold that is hidden through out the ship. Of course its not as simple as just walking around picking up gold everywhere, you have to beware of the many sea creatures that will kill you if you bump into them, and of course there is always the threat of running out of that all important life giving oxygen which you can fill back up on from oxygen tanks also hiding around. As mentioned, it is a puzzle game as well so you have to pick up keys to open doors, but you can only carry three at a time so you have to be strategic with picking up and dropping keys. Sliding and pushing platforms around allow you to jump to higher places or getting a ride on the back of a stingray to get over some other nasties is also needed, and you need to be strategic in your use of oxygen tanks as picking them up to early is only wasting valuable oxygen as it bubbles out of your helmet from overfilling. Its best to wait until you are low on oxygen and then grab a fresh tank. Finally you do have one weapon which you can use against all of those nasties which comes in the form of a rather psychotic piranha fish that will eat everything on screen, but again you need to be very strategic when you use this little guy as you have very limited supply and its best to only use him if you have no other alternative.

While the sounds effects are good, they certainly feel a little bit of a let down after the awe inspiring introduction music. Overall it all sounds a little empty with just the pitter patter of your feet and the bubbles rising from your helmet. There are some nice touches though like the violent wood chipper sound your piranha fish makes as he rips apart other nasties on the screen along with the very heavy metallic grinding noises the doors make as they slide open. They all fit into the game very nicely, but a little more background noises would have made for more atmosphere and less empty feeling. It all looks very pleasant though with some nice animations and graphical touches, and while sometimes each room can be a little lacking in detail they all look nice and different varying in size and shape which makes each room feel fresh and not repetitive. Little animated touches like your spare man walking inside the glass bulb on the edge, or the way the melted gold flows out the pipe as you collect it makes for a very interesting way of displaying lives, score and so forth. There is also a very nifty map that shows the entire ship and all the rooms which become visible as you discover them.

Treasure trap is not a fast paced game and requires a little thought and strategy when you play it, and you can some times feel there is not much point to it all as it doesn't have the normal clear goal of get from A to B, but it can be quite an entertaining game once you get the hang of it and becomes more about discovering what lies behind every door as you try to explore deeper and deeper into the bows of the sunken ship. Its not for everyone, but if you are looking for a slower platform game that requires a bit of thought and a lot of exploration then you really should give Treasure Trap a shot.



Feeling lucky punk? Well... are you?



The Map screen

How do I get up there?

Treasure Trap

A500 - 1990

GRAPHICS	73%
SOUND	60%
GAMEPLAY	70%

A lot of thought went into Treasure Trap, but it can feel slow and pointless at times. Wonderful into though!

SCORE 71%

Bill's TOMATO GAME™

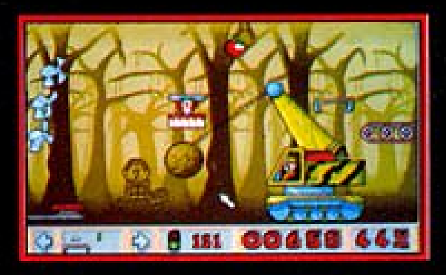
More Puzzling than a Picasso!
Crazier than a Cabinet Minister!!
Saucier than a Bull in a Blender!!!
Meet Terry & Tracy, an everyday pair of walking, talking tomatoes caught up in a totally unfeasible tale of rivalry, evil squirrels and mystical lands . . . oh and, erm, love!
Over 100 levels, puzzles galore, 45 tunes, more than 2MB of graphics!
Ketchup with Bill's Tomato Game at your local games store now!











Bleeding eyes

Welcome again to bleeding eyes where some of the greatest coders, artist and musicians come together to completely melt your mind with their artistic flare! The effect can be like like having your brain smashed out by a slice of lemon wrapped round a large gold brick!

There are three up for review again this issue, with a couple of real special numbers that really show what can be achieved with some coding know how and and eye for flare and design. So sit back and enjoy that slice of lemon!



arte

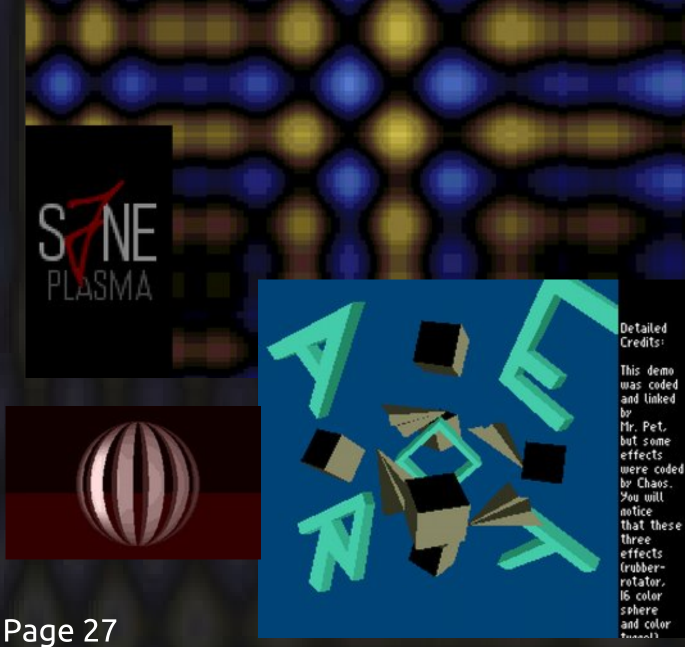
SANITY - 1993 - OCS

Without doubt one of the Amiga's greatest demo's ever released, Arte is not fantastic because of its technical achievements (although there are some very special and impressive effects here), but its about the style and art direction that sets it apart from so many others. Everything ties in perfectly from the stylised visuals to the fantastically funky sound tracks all timed to perfection.

The demo is essentially three parts with the to main sections comprising of a selection of impressive effects and artwork, finishing with the ending which has a wonderful mellowed out tune winding everything down nicely.

All the way through everything is tied together with consistent colour schemes and style, and its hard to pick which part of the demo is stand out for me as it is consistently impressive right from the start to the end. Soak up the images here, and then do yourself a favour and fire this piece of art up to see what I am talking about. Again youtube will not do this one justice, so use real hardware or emulation if you can! Truly amazing!

98%



Dynamic Illusions

QUARTZ – 1992 - OCS

By a complete and unexpected accident, I found myself downloading this title from Quartz which I had never heard of before so I was a little excited to see what was in store as I fired it up. It soon become apparent why I had not heard of this demo before, while not shockingly bad, it is quite uninspired and very unexciting. From the generic demo music that does little to add to the overall production, the demo consists of a small story that does not really go anywhere leading in to some scroll texts and effects.

Image quality ranges from average to poor, and there are no effects that make you stand up and take interest. Everything also does not gel as the music just plays in the background and is not timed as you have to click the left mouse to progress past some text at times.

Overall there is nothing here that I can recommend for checking out. There is some nice rainbow effects on the scroll text if thats your kind of thing, but I am afraid thats about it. Yawn...

21%





Neural Assault

RAGE – 1993 – OCS

Opening in a very moody style of music as the camera zooms through a crowd in a darkened cinema counting in the start, this demo gives you a feeling that something special is about to happen... and for some parts that's true.

I really like the music in this one as a bleepy bloopy tune that has a good bit of meat on it suiting the feel of the production nicely. Some cool effects mixed with not so exciting ones keep you interested enough with a cool introduction zooming into the eye of a rather evil looking dude! The group had an obsession with BP at the time making a number of appearances throughout. A really cool looking blue swirling effect makes an all to brief appearance which I would have liked to seen more of.

But above all that, Darth Vader gate crashes the demo flying into a space station (BP of course) to... of all things... use the rest room. Its completely random but gives the demo a bit of personality which I like. All is finished off with a nice ray-traced looping animation for the credits and more moody music which suits it perfectly.

Don't come looking for new or amazing effects (and not for sexy half naked women... you will see what I mean), but for a good time with some cool music and Darth Vader using the rest room, you can't go wrong!



73%





Mail order cheque/PO to: Entertainment International Ltd, 4 The Stannets, Laindon North Trade Centre, Basildon, Essex SS15 6DJ

880 Cheat!

When the going gets tough, the tough go and cheat!

Alien Breed – Tower Assault

This is one bad ass game guaranteed to drive even the hardest of hardcore players to the brink of madness! So why not throw some of these level codes in to give you the upper hand when dealing with the scum of the universe....

Want a stack of keys, lives and cash? Enter "EBSSSCAAHAAAAACN" for 7 lives and $255,000!!

Security level 3–"FCDBMDEASDCAAADM"

Engineering level 1-"FKBDMDEAFDCAAAEB"

Military level 3–"EPAEMDEBBDCAAAEA"

Main tower level 2—"LAAPJDAISDCAAACM"

Main tower level 3—"HCAPJDADSDCAAADD"

Stores level 3—"EJDCPDAASDCAAADG"

Security level 3–"FCCELDAAHDCAAAEK"

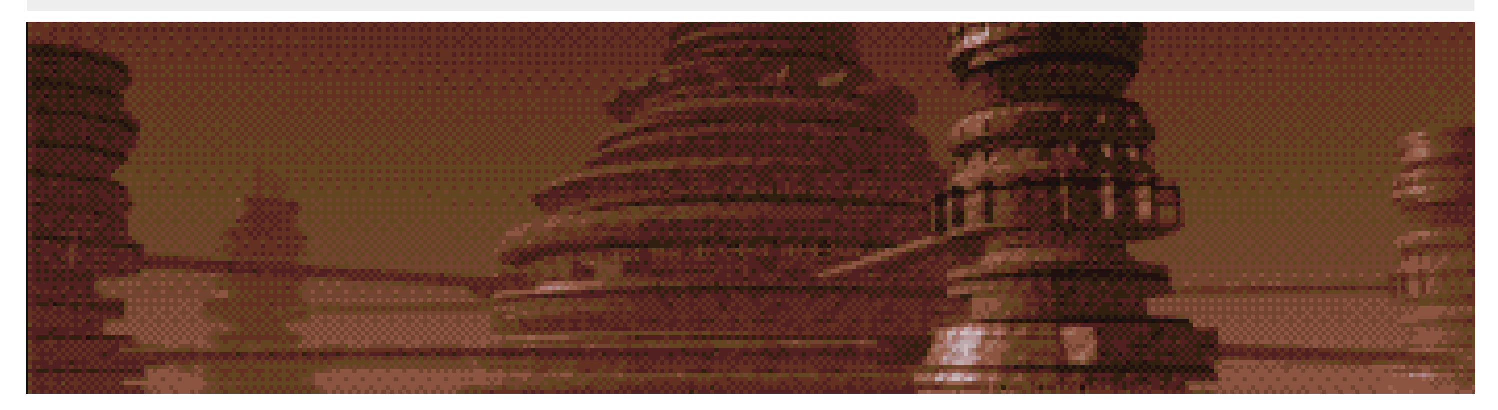
Science level 3——"JGCJNDEAPDCAAACS"

Military level 3–"IPCBSDADSDCAAACI"

Main tower level 2—"LACJPDADSDCAAACS"

Main tower level 4—"HCBPSLADSDCAAACB"

Civilian level 3–"EEHBNDAASDCAAADK"



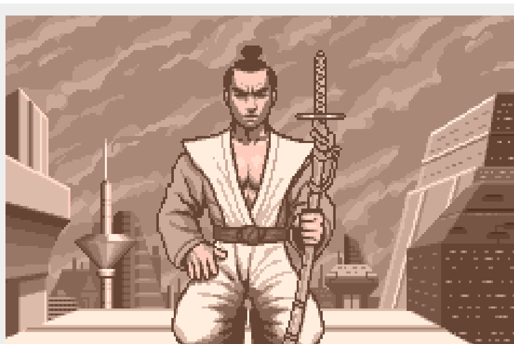
Quick the Thunder Rabbit

Not mad for carrots? Try these passcodes to get through life with out having to go veg..

Enter "SUCOLOKU" to be invincible.

Level 2 - "SILIRONE"
Level 3 - "FUNETOC"
Level 4 - "URODECOLE"





Second Samurai

Learning the way of the Samurai takes many years of intense training both physically and spiritually!

Why not skip all of those intense lessons with these handy dandy level codes to speed things up!

"3245VQQP"
"GK5MAZUR"
"R4FHLOSC"
"E3B4N3KN"
"34HQORS3"
"6XE41KNO"
"ZFAUA2WA"
"QYMOSBRS"
"XYG65MFC"
"GQYC3YP5"

880 Talk Back

Feel free to drop us a line to abuse or praise....

Hi,
I've just discovered "880 Gamer" and I like it. Is it still active? When will be issue 2?

Piotr

Glad to hear you like it Piotr! It took a while, but here is issue two for you hot off the press! Due to work and family its going to be a little random when it pops up, but as long as people are interested I will keep working on new issues.

Hi,
Got a question : Could you do an article about music trackers and music related software on the Amiga? Good luck with the coming issues and tissues.

LathspeLL

I love music on the Amiga and I have also messed around a little in Protracker back in the day, but honestly I am not the guy for this as I am very devoid of musical talent! I might look at doing a special feature about this and its a good idea, but don't expect any in depth tutorials since this is more of a gaming mag... but I am sure there is room for something...

Just wanted to say thanks for the miggy mag, was a great read, looking forward to the next one
Btw, have you been over to Amibay yet?

Cheers, Justin

Thanks to you Justin for reading my little mag. I have popped over to Amibay a few times recently after hearing my mag had been mentioned there, but Lemon is my usual 'home', although I am in Shanghai right at this moment and seems any attempt to access lemon is blocked due to spam coming out of China which is hardly surprising! Hope you enjoy issue two!

Hi there,
I just found out about your Amiga mag, can you tell me when the first issue was released and if you intend to release more?
I have advertised it on my site:
www.retrovideogamer.co.uk

Cheers, Jamie

There is some confusion with dates as issue one states it was out in May, but that was when I started writing and was not released until a few months later in August. This is because of the way I write it out and cant change things easily (and I didn't really notice until after...). I have realised that getting these out regular will be hit and miss, so you will notice now it is no longer a bi monthly mag, but a completely random month mag!
Thanks heaps for spreading the word, I really appreciate it, keep up the great work with your web site which I visited after getting your email.

Via website "PPA" and Google translate...
Storage may be, just do not understand why, if the name is 880, on the first page and the editorials have floppy 1.44.

cheers. Robii_k

I am glad someone noticed this! Yes, they certainly are not original real deal Amiga floppy disks and are the 1.44mb variety. The image was picked purely on its looks and not authenticity, although a very large proportion of disks I use on my Amiga are these very disks as you can no longer buy the older type, but they are still Amiga formatted and still 880k on them so .... oh ok, yes! Your right! I will make sure I use authentic disks in future =)

Via "retrovideogamer"
not a bad job at all, loved the disk that came with it..a great of idea of yester-year. But needs to work the articles some proof-reading required, but a very good effort none the less for one person.

Greyfox

It certainly is a one man show here, even though I refer to 'we' and 'us' often... must be something to do with my split personality! My spelling and grammer is far from perfect and this is one of the reasons I started this to help improve these short comings. I (we) will try our utmost to improve in future issues. Thanks!

Remember, if you have something to say about anything please feel free to drop us a quick email at :
880Gamer@gmail.com
Thanks to everyone for your comments and support!

>>Next Issue

Now there is a surprise that even I was unsure would happen... we actually have a completed issue number two and once again looking towards the following issue! So what wonders of glory and greatness await in issue three? Brain teasing puzzles? In depth strategy thinkers? How about some mindless violence....



The scrolly text shout out bit...

I would like to acknowledge the following people / groups / software / sites for making 880 Gamer possible:

Ubuntu – 880 and emulation is run on Ubuntu, along with use of the Ubuntu font used within 880 Gamer
FS-UAE – A big thanks to Frode Solheim and the UAE team for bringing great Amiga emulation to Ubuntu
WHDLoad - Bert Jahn's masterpiece, making disk swap-less dreams come true
The GIMP / Fotowall – All image manipulation powered by the gimp and his full leather suit, with awesome help also from Fotowall!
LibreOffice – 880 is fully written up and saved in PDF using LibreOffice Writer
Lemon Amiga – Thanks for their wonderful website where some information is gathered, even if I am blocked while in China (IP blocked for spam)
EAB – For helping spread the word of 880 Magazine!
ADA – Both to the Amiga Demo Archive site and all of those that keep the scene alive and pumping to this day!
HOL / Amiga Magazine Rack– Some Cover disk ADF files and information gathered from these wonderful sites
The Amiga – An eternal thanks to Jay Miner and the amazing Amiga team that built this great machine
EVERYONE! - A big thanks to you all out there reading and spreading the word, I am truly humbled by your comments and acceptance. Thank you!


Disney's
DuckTales
THE QUEST FOR GOLD
BIG BUCKS!
EXCITEMENT!
DANGER!
ADVENTURE!
The ultimate challenge has been issued... now, you must race across the globe in search of fortune and glory to become the richest duck in the world!! The adventure will require all your skills and courage
ARE YOU DUCK ENOUGH?
Adapted by:
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